DELUXE MUSIC CONSTRUCTION SET™—MACINTOSH™

REFERENCE CARD AND MANUAL ADDITIONS

Memory Limits—One secret to Deluxe Music Construction Set's superior sound quality is simple: it uses more memory to make the sounds. For 128K users this means a basic trade-off between song length and number of instruments. *Passacaglia* *, on the program disk, demonstrates how to use play styles with a single instrument to create instrumental variety in a longer song (longer by 128K standards, that is).

One key to Deluxe Music's musical power and flexibility is also simple: the program is quite large and sophisticated. For 128K users, this means that it cannot keep all of your most-used functions in memory at once and must therefore go to the disk very frequently, slowing performance noticeably.

Saving reasonably often is always a good idea with a computer. If you are using Deluxe Music with a 128K machine, it is an especially good one. As your song grows in size, it becomes harder and harder for the computer to keep up with your unsaved changes *and* play the music.

The program will try to warn you if you're getting into trouble. Choose **Memory Usage** in the **Windows** menu to open a window onto the current memory situation. If you make a change while the Memory Usage window is

*Based on House of the Rising Sun. Composed by Willard Palmer. Published in Baroque Folk.© 1968, Alfred Publishing Company.

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open, click within that window to update it so you can see the memory effect of your change. The level numbers are meant as broad indicators—level 5 means "no problem", level 1 means "uh-oh, deep trouble." Proceed past level 3 with great caution and at your own risk.

Disk Space—The Deluxe Music Construction Set program disk is almost full. Please move at least some of the music files onto a data disk, especially before using the program to print.

The Mac Speaker, External Speakers, and Volume—See page 7 in the manual for information about turning the volume up for use with the Mac speaker or down for use through an external amplifier and speaker system. When you save songs, the current volume setting is saved with them.

Using your Mac with external speakers is strongly recommended. You'll need a mini-plug (1/8" or 3.5mm) to phono-plug adapter (they cost less than $2.00 at your local electronics store), plus the standard phono plug/jack wire to connect that plug to the line-in jacks on a stereo. (The Mac does not send a stereo signal, but you can use a Y-plug to send the mono signal into each line-in channel.)

MIDI Compatibility—Deluxe Music Construction Set has been tested with the Conductor™ from Assimilation Process, Inc. and with the MIDIMAC™ Interface from Op Code systems (set at 1 meg). When you load the program, it configures the modem port for use with these products. Quitting the program restores the settings to their defaults.

Trouble Shooting—The screen will signal with a flash when you are asking for something the program cannot do—that notes belonging to different rhythmic tracks be joined with a tie, for instance, or that a command in the Groups menu apply to a single note or chord. If the screen flashes when you're trying to insert a rest between existing notes or rests, move the cursor a little and try again.

Some long sequences of actions can produce momentary graphic glitches. If the music looks strange, use the Realign Measure command to restore graphic order. Opening and closing the Score window and choosing Play Song also clears up bogus graphics.

Also please note this manual change: the **Undo** command cannot be used to undo the action of commands in the **Measures** menu.

Removing Tempo and Instrument Settings—One method is described on page 27 in the manual. Here's an alternate: mark the measure containing the settings with the insertion point and choose Insert Measure; use Set Tempo or Instrument on the new blank measure, then use it again on the measure which follows it; delete the blank measure.

Instrument and tempo settings made to the left of existing markings do not automatically cause those existing markings to be removed, even if they are the same as the newly set ones. Using Set Instrument or Set Tempo to make a measure's settings agree with those in the measure to its left will remove those settings.

If you plan to do a lot of copying or cutting and pasting in your music, we recommend that you do it before you assign instrument changes within the song.

More About Instruments and Play Styles—Using instruments and instrumental play styles is described beginning on page 8 in the manual. There are 27 instruments on the program disk instead of the 16 the manual promises. Please note the following additional information as well:

When you choose the **Set Play Style** command in the **Notes** menu, a dialog box appears for the instrument currently checked in the sounds menu. When you click on OK in that box, the selected play style number is applied to any selected notes in the score regardless of the instrument assigned to the measures containing those notes. If the assigned instrument doesn't have a play style for that number, number 1 will be assigned.

When you choose the **Keyboard Play Style** command in the **Sounds** menu, a dialog box appears for the instrument currently checked in the sounds menu. Clicking OK in that box assigns the selected play style sound to the keyboard and it assigns the selected play style to notes inserted into the score whether from the keyboard or the cursor. Play style information is copied or cut and pasted right along with the notes it belongs to.

The instrument and play style you choose can have an effect on how **Ties** work. If the type of instrument/play style combination you choose prevents the notes from sounding for their full beat value, subsequent notes in a tie will be attacked as though the tie weren't there. (For example, the normal play style for the instrument called Pianic has a somewhat clipped tone. If you assign it to two whole notes and tie them together, the second note in the tie will be attacked during playback because the first will no longer be sounding when the second note is encountered. If you change the play style to legato or sustain, the tie will work properly.)

Playing Music From the Desktop—If you select several different songs on the desktop and then use **Open** in the **Files** menu, Deluxe Music will load and play each of the songs in turn, continuing the cycle until you interrupt by beginning to use the program or by using **Quit**, also in the **Files** menu.

Copying Deluxe Music onto Other Disks or a Hard Disk—You may copy Deluxe Music Construction Set onto a hard disk or onto other floppies, but the program will not operate unless the original disk is in one of your floppy drives.

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